

## AIRawTestRunsData\_Part1

```
"public function validIndex(idx:int):Boolean",
"return (idx>=0&&idx<=nextIndex)",
"public function numNodes():int",
"return nodes.length;",
"var nodes: Array =new Array(",
"[110,20],",
"[300,200]",
"for(var a:int=0;a<nodes.length;a++)",
"var node:Node = new Node(Graph.Graph.getNextIndex(), new Vector3D(nodes[a]
[0],nodes[a][1]));",
"import Graph.Edge;",
"if(SPT[NCN])",
"SPT[NCN].drawEdge(",
"Control Beh: scn DATA analyze = 1",
"Player_0024>movement>action packing",
"while ((nd!=source)&&(SPT[nd]!=null))",
"Player_03556>DATAControl$$=framePasing",
"Data return=true",
"Attack mode==initiation, movementAnalyzeActivation>Pathfind",
"DataResultPacking=1",
"Player_001445>ConnectionDetected.DataRecycle",
"AttackResult=False",
"AttackAttemptInitiation=1",
"NeuralNetworkDataPacking=converter",
"DataResult=Sending_to_central_AI_Database",
"private function search():void",
"var edges:Array=graph.getEdges(NCN);",
"cost2Node[edge.getTo()] = nCost;",
"path = path.reverse();",
"public class Main extends Sprite",
"Player_102224>Detected>Beh>Move>DataUpdate",
"AI_Server>Update_PrepareDataToArchive",
"Player_023445=[reverseAnalyzing]. MovementsCompiled>",
"MainPathData>Recompile",
"MovementData>Recycle=0",
"MainFrameDelta=restart>NeuralNetworkDataRecycle",
"DataIndex=1003063",
"public function redraw():void"
```